

DICE HEIST

You and your friends are performing the heist of the century. Stop security, sweet talk the manager into giving you the codes, or control hostages, in this short narrative dice game.

Your Robber: Every player has three stats (physical, mental, and social) and they assign a value of two, three or four each to a skill. This determines how many dice (d6) they get to roll in a related check.

Taking an Action: To perform an action, you must perform a skill-check and a narrative roll. Your total skill dice are split between each roll, requiring at least one die in each pool. You can always use logic and good story-telling skills to convince the GM why you deserve an extra die.

Success and Failure: For an easy action, a five or six is a success. However, in very difficult situations two or more successes may be needed.

The Narrative Dice: A successful narrative dice roll allow for stylistic opportunities in the game or, if you have a convincing reason for the GM, a re-roll.

The possibilities are endless. Will you get the big payout, or will you fall flat on your face?

